

Team "karma" Agent Description

1 Overview

This agent is based on "takeda".

Our purpose is increasing cooperation and making them discuss like humans.

2 Environment

- Java
- Class Path:aiwolf.org.karma.KarmaRoleAssignPlayer

3 Algorithms

We changed some parameters and action patterns.

- add data type "ESTIMATE"
- be able to process "Operator"
- talk "VOTE" with reasons

4 Strategies

4.1 Villager side

VILLAGER

Almost strategies are the same as "takeda".

When talking "VOTE", this agent talk with reasons. If someone, estimated villager team, requests "VOTE", this agent agree and vote that requested target.

SEER

Alomost strategies are the same as "takeda".

When this role, this agent will request to vote my Werewolf candidate and agree to that request.

BODYGUARD

Almost strategies are the same as "takeda" and our VILLAGER.

MEDIUM

Almost strategies are the same as "takeda".

When talking "VOTE", this agent talk with reasons.

4.2 Werewolf side

WEREWOLF

If other werewolf doesn't declare to COMINGOUT seer, this agent will COMINGOUT SEER with a fixed probability.

When COMINGOUT SEER, this agent report species of the most suspected player is WEREWOLF, even if that is WEREWOLF.

POSSESSED

Almost strategies are the same as "takeda".

When COMINGOUT SEER, this agent report species of the most suspected player is WEREWOLF, even if there is a high probability of WEREWOLF.